ZIZOL™

WORLD DESTRUCTION LEAGUE™

THUNDER TANKS™

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

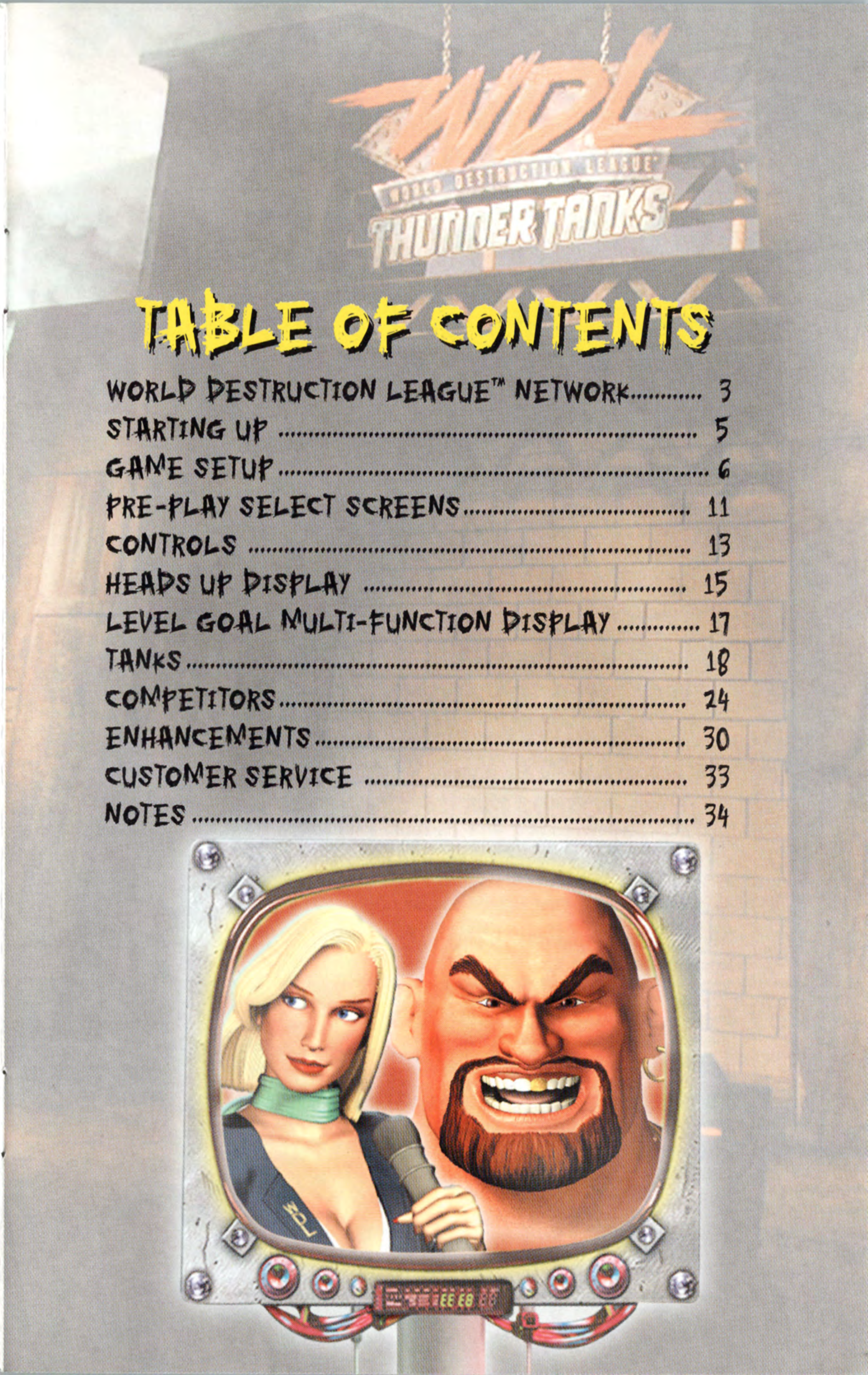
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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WORLD DESTRUCTION LEAGUE NETWORK

The year is 2062...and somewhere the masses are crowded around the glow of a big screen, watching images of cutthroat competition broadcast through the airwaves by the last existing television network...

"The following is a presentation of the World Destruction League Network, the leader in global mayhem."

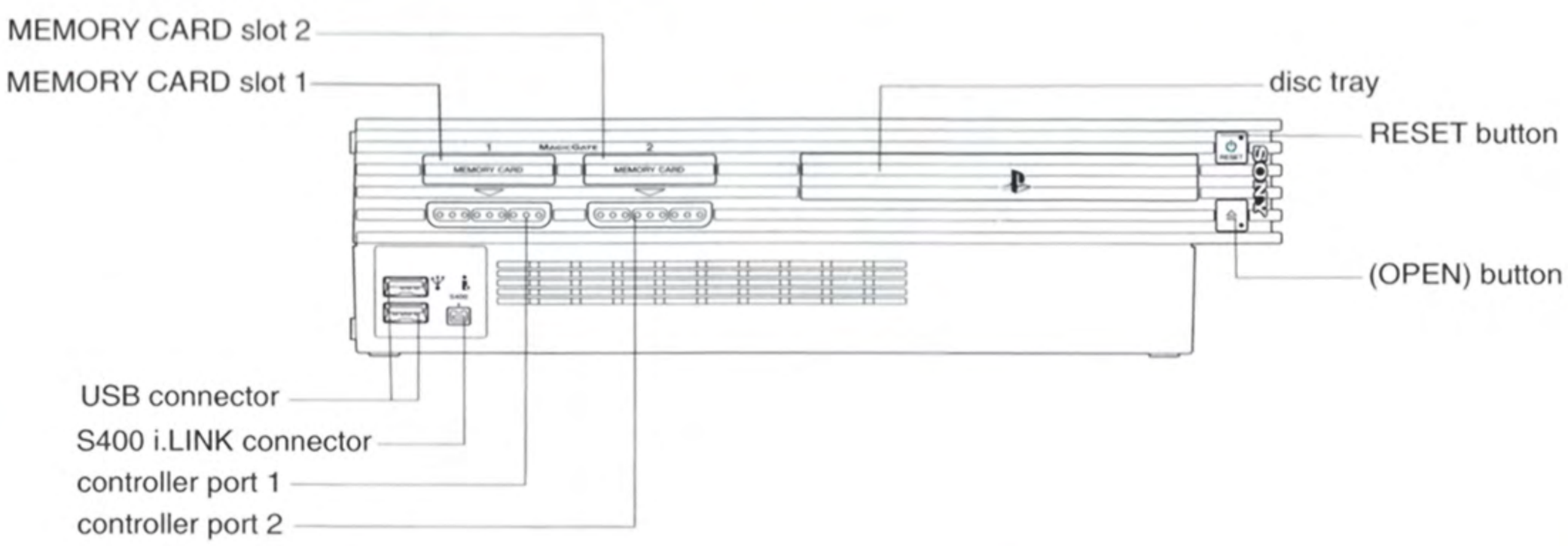
"WDL presents...Friday Night Thunder Tanks! Where every night's a fight for survival. And now – live from New York City, the city so nice they bombed it twice – here are your hosts, Chuck 'Mad Dog' Clemens and Kate Maxwell!"

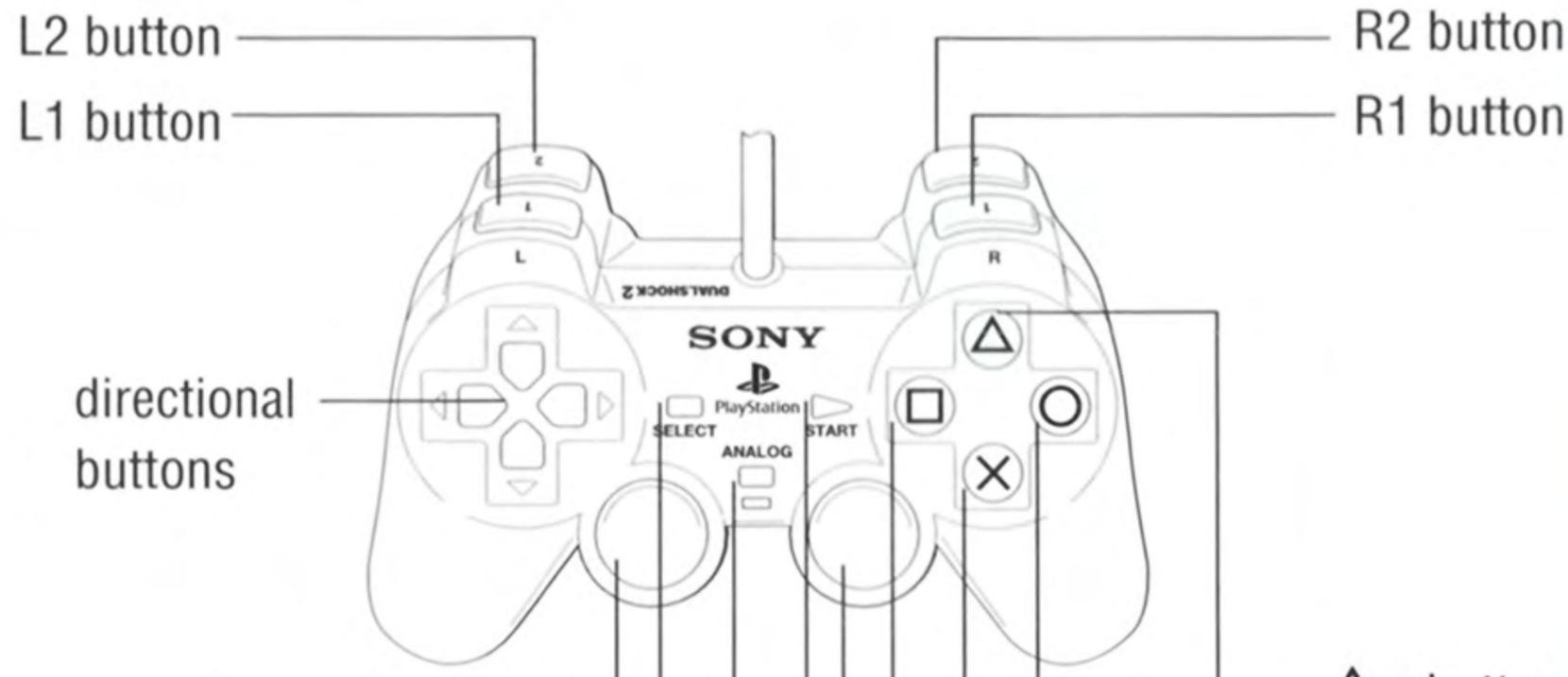
"Welcome to WDL's Friday Night Thunder Tanks. I'm Kate Maxwell. I'm joined by my colleague, Chuck Clemens. So as we embark upon the first stage of competition, the question on everyone's mind is, 'Is this new contender for real?'."

"This guy's a rookie, so all bets are off as to how the competition will shape up. This is really gonna get exciting, Kate."

STARTING UP

Set up your PlayStation 2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the WDL™: Thunder Tanks™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.





GAME SETUP

When you load the World Destruction League: Thunder Tanks game, the Title screen appears. Press the START button. After the intro movie, the Setup screen appears.

Press the ⬆/⬇ directional buttons to highlight any of the following choices:

Note: Only Player One may make adjustments in the Game Setup screen.

PLAYERS

This option changes the number of players in a game. Up to four may play, depending on the number of controllers connected. Three or four players will require the use of a multitap (for PlayStation®2). Moving the ⬅/➡ directional buttons changes the number.

PLAYMODE

Here you select the type of battle you wish to play. Use the ⬅/➡ directional buttons to change modes. The following are the play modes available for the game:

TOURNAMENT

In this game mode, you choose one tank, which you will use throughout the competition.

The game becomes increasingly challenging as you battle through matches to reach the next stage of competition. At the end of each level, you have the option of playing that level again or, if you win, proceeding to the next challenge.

You are also given an option to save the game at the end of each level.

SKIRMISH MODES (NON-TOURNAMENT)

In the Skirmish modes, you customize the battle before play. All Tanks/Competitors, as well as most of the Tournament game levels, are available. Options in this mode include type of game to play and the number of opponents.

The following are the types of games available in Skirmish mode:

• Death Match •

In this mode of play, the objective is simple: Destroy them before they destroy you! The first tank to acquire a pre-selected number of kills (3, 5, or 10) wins. When a player or computer-controlled tank is destroyed during the game, it will re-spawn back at its starting point.

• Family •

This mode of play is a derivative of Death Match. In Family mode, steering is in "easy" mode where the turret is locked to the tank. The ✕, △, □, ○ buttons fire your main armament. This allows less experienced players the opportunity to enjoy playing Death Match even when playing against experienced opponents.

• Domination •

In Domination, the objective is to take control of all tank emitters within an arena. The sole purpose of the emitters is to produce tanks to destroy competitors. When a competitor gains control of an emitter, the tanks produced by it will immediately be allied with that competitor, and they will try to destroy the opponents of that team. Combatants take control of emitters by driving onto them for a few seconds. Victory is awarded to the player who controls all the emitters.

• Capture the Flag •

The objective is to liberate the opposing teams' flags and then return them to your home base. With all the teams trying to capture the other teams' flags, this is a game of intense action as well as a battle of strategy. If a player or non-player tank is ever destroyed during game play, the tank will re-spawn back at its starting point.

• Frenzy •

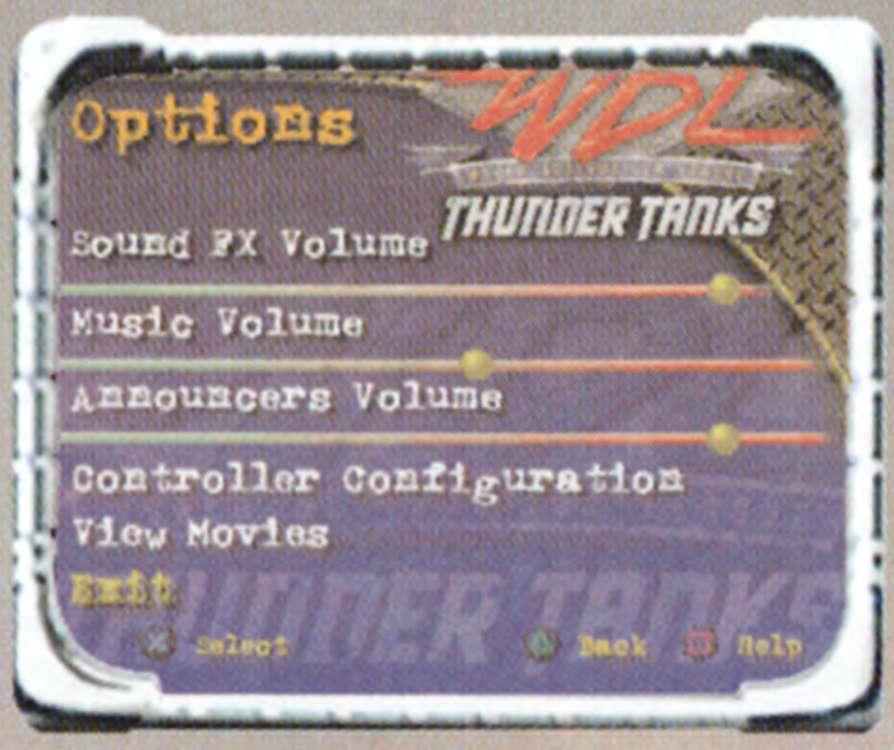
In this mode of play, a flag will appear in a randomly set location on the battlefield. Each competitor races in an attempt to grab this flag and return it to their bases. If the tank carrying the flag is destroyed en route, the flag will remain where it is dropped briefly and the tank re-spawns back at its starting point. If a flag is successfully captured and delivered to a base, a new flag will appear somewhere on the battlefield. The first team to capture the required number of flags wins.

DIFFICULTY/KILLS/FLAGS

Depending on the type of mode being played, you may set the difficulty, number of kills or number of flags. Set the difficulty level of AI (computer-controlled) opponents to Easy, Normal or Hard. This affects Tournament mode only. The difficulty setting for non-Tournament game play is listed on page 12 under "Skill Level". Set the number of kills for Death Match and the number of flags for Frenzy by highlighting the appropriate text and pressing the ⬅/➡ directional buttons.

OPTIONS

Player 1 adjusts all the options. Highlighting Options and pressing the ⊗ button takes you from the Game Setup screen to the Options screen, which allows you to customize the World Destruction League: Thunder Tanks game to your liking. Press the ⬆/⬇ directional buttons to highlight an option. To exit this screen, highlight EXIT and press the ⊗ button to accept changes.



SOUND FX VOLUME

Set the sound effects volume by pressing the ⬅/➡ directional buttons.

MUSIC VOLUME

Set the music volume by pressing the ⬅/➡ directional buttons.

ANNOUNCER VOLUME

Set the announcer volume by pressing the ⬅/➡ directional buttons.

CONTROLLER CONFIGURATION

Each player in turn may select his/her own controller configuration. There are five pre-set configurations, with the Arcade pre-set configuration serving as default. However, each configuration can be fully customized.

From the Option screen, highlight the Controller Configuration option and press the ⊗ button. Press the ⬆/⬇ directional buttons to select which controller to access and press the ⊗ button.

From the Controller Configuration screen, highlight the "Preset" option and press the ⬅/➡ directional buttons to scroll through the available configurations.

Access the Vibrate option by pressing the ⬆/⬇ directional buttons. Enabling the Vibrate option allows the controller to react to game play. Once accessed, press the ⬅/➡ directional buttons to toggle between ON and OFF.

If you wish to customize a configuration, press the ⬆/⬇ directional buttons to scroll through the control functions. Press any button you desire to assign the function to that control button. Do this as many times as you like for any of the functions.

Highlight EXIT by pressing the ⬆/⬇ directional buttons and press the ⊗ button to save changes and to return the game to the previous screen. Pressing the △ button on this screen cancels any changes made and returns the game to the previous screen.

DRONES

In the OFF position, this removes Drones from game play when players are in all Skirmish modes, except Domination.

VIEW MOVIES

Take a peek at one of these 3DO movies by pressing the ⬆/⬇ directional buttons to highlight and the ⊗ button to start the movies. Press the ⊗ button at any time during the movie to return to the previous screen. When finished, highlight EXIT and press the ⊗ button.

EXIT

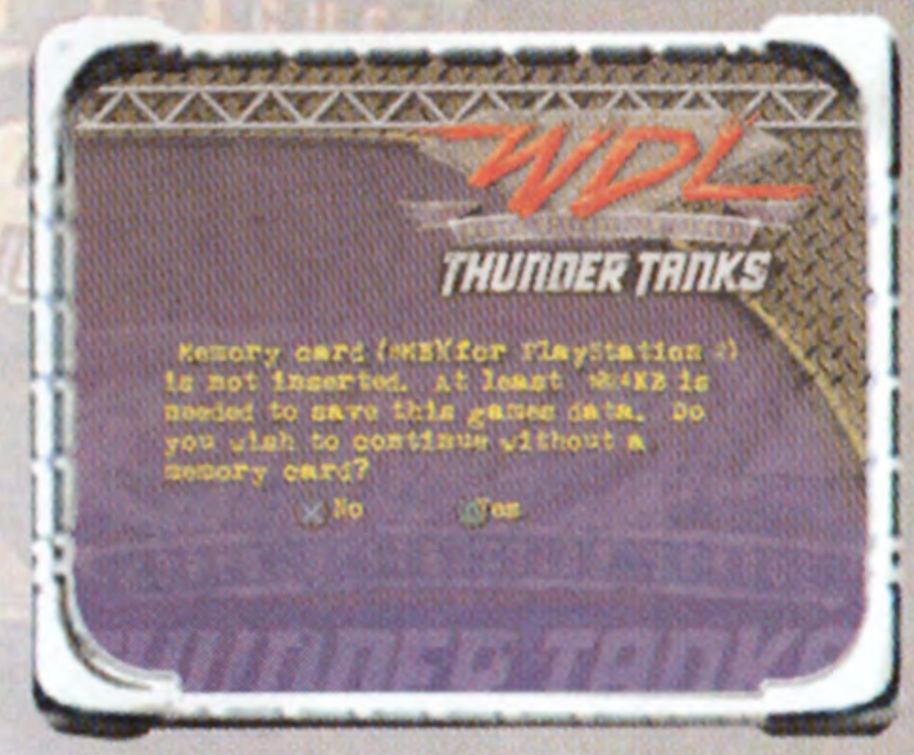
When finished with all options, highlight EXIT and press the ⊗ button.

INPUT CODE

Highlight this option and press the ⊗ button to activate the Input Code screen. The Setup screen changes to the Input Code screen.

You can enter a code by moving the highlight over the desired letter with the Directional buttons and then pressing the ⊗ button. The selected letter then appears on the screen. Once all letters are selected, highlighting ENTER and pressing the ⊗ button will enter this as the code. If you get an invalid input code message, you will need to re-enter the code.

During the letter selection process, you can select CLEAR to remove all selected letters, BACKSPACE to remove just the last entered letter, or EXIT to return to the Game Setup screen.



LOAD GAME

Highlight this option and press the ⊗ button to activate the Memory Card screen. The World Destruction League: Thunder Tanks game is compatible with the memory card (for PlayStation®2). Before using a memory card (for PlayStation®2), make sure to read the instruction booklet carefully. Only one campaign can be saved on a memory card (for PlayStation®2). For additional games, use additional memory cards (for PlayStation®2).

Once accessed, you are prompted to confirm access. Pressing the ⊗ button gives you access to the load screen.

Note: If no memory card (for PlayStation®2) is inserted, the game will prompt you to insert one.

CREDITS

Highlight this option from the Setup screen and press the ⊗ button to activate the Credits screen. The credits of the 3DO development team then roll. To exit at any time, press the ⊗ button.

START

Selecting this brings up the Choose Tank screen for Tournament play or the Team Alignment screen for Skirmish play. After making selections to the Setup screen, highlight START and press the ⊗ button to access.

PRE-PLAY SELECT SCREENS

With most of the screens you can press the ■ button to bring up the Help screen or the △ button to return to the previous screen without making a selection.

TOURNAMENT MODE

When playing in Tournament mode, first select the tank/competitor.

CHOOSE TANK SCREEN

Here you select your competitor/tank that will lead you to victory in battle. Press the ◄/► directional buttons to scroll through the available competitors/tank, then press the ⊗ button to select.

Once a selection is made, get ready for some major battling because **it's SHOW TIME!**

SKIRMISH MODES (NON-TOURNAMENT MODES)

When playing in non-Tournament modes, you first adjust settings for participating teams, then select where you will slug it out.

TEAM ALIGNMENT SCREEN

Make various settings for the participating teams with this screen. The following information is listed on the screen:

First Row:	Participating Team Names
Second Row:	Team Color
Third Row:	Team Strength
Fourth/Fifth Combined Row:	Competitor Selection

Entries will list AI (artificial intelligence) Teams for computer-controlled teams. Each player may use the ⬆/⬇ directional buttons to select categories within their column. Additionally, the first player may use ⬅/➡ directional buttons when on the first row to select empty columns and add, remove, and/or modify computer opponents.

• Team Color •

This bar displays the color each team will be assigned during game play. Press the ⬅/➡ Directional buttons to scroll through the colors. When more than one team is assigned the same color, the teams are allies during play. Select Blue, Yellow, Green, or Red. When this bar is set to gray for an AI opponent, the AI opponent does not participate in the game.

• Skill Level •

This selection allows you to adjust the skill levels for the teams. Press the ⬅/➡ directional buttons to scroll through the available skill levels. Select Novice for weak, Standard for average, and Advanced for challenging tanks.

• Competitor/Tank Selection •

From here, competitors/tanks can be selected for each team. With the Fifth Row highlighted, press the ⬅/➡ directional buttons to scroll through the available tanks. Images in the Fourth Row of the competitors change automatically as you scroll through their accompanying tanks in the Fifth Row.

When finished making selections, press the ⊗ button. All players must do this before you may exit this screen in multiplayer play.

WORLD MAP SCREEN

Select your battlefield from this screen. Press the Directional buttons to scroll through the global locations. Press the ⊗ button to select.

Let the destruction begin!

CONTROLS

There are five pre-set controller configurations. All button configurations can be customized within each setting.

• Arcade •

The default steering mode. Use either the right or left stick or the directional buttons to steer your turret.

• Easy •

Like Arcade, except the body of your tank is locked to the turret; you steer both at once. You cannot strafe in easy mode.

• Driver Right •

In this mode the right stick controls the body of your tank. The left stick controls the turret of your tank.

• Driver Left •

In this mode the left stick controls the body of your tank. The right stick controls the turret of your tank.

• Tank •

This mode drives more like a real tank. Your left stick controls your left tread and your right stick controls your right tread.

ARCADE DEFAULT CONTROLS

⊗ BUTTON Fire main gun.

■ BUTTON Fire special weapon.

● BUTTON Cycle forward through special weapons.

▲ BUTTON Cycle backward through special weapons.

START BUTTON Pause the game. Cancels the match intro movie.

SELECT BUTTON Toggle between first and third-person perspectives.

R1 BUTTON: STRAFE RIGHT

Tanks with strafe ability can move side-to-side using this button.

L2 BUTTON: SKY CAM

Holding this button down gives you an overhead view of the arena.

L1 BUTTON: STRAFE LEFT

Tanks with this strafe ability can move side-to-side using this button.

R2 BUTTON: TANK SPECIAL

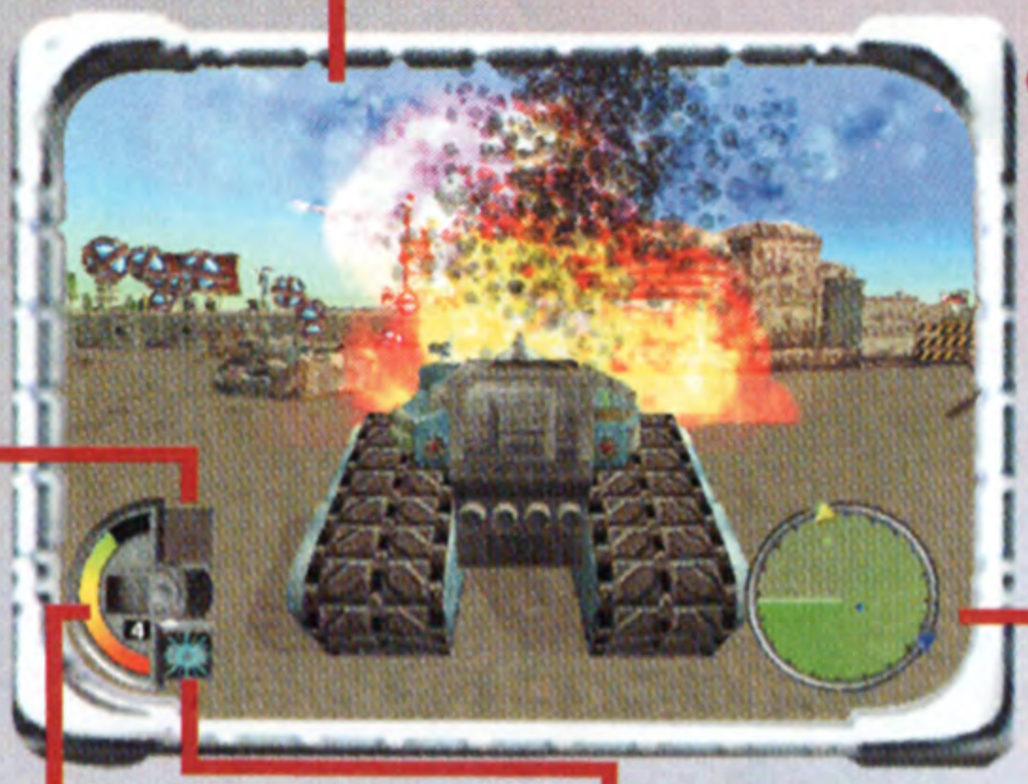
This button utilizes a special ability that is unique to each tank. Note that not all tanks have special abilities.

LEFT STICK/RIGHT STICK/DIRECTIONAL BUTTONS

Controls tank movement. Moves the tank forward, backward, left, and right. The tank body follows the turret closely.

SPECIAL NOTE: Remember that other configurations are available through the Options screen under the Controller Config option.

HEADS UP DISPLAY



SELECTED ENHANCEMENT

The icon of the selected enhancement is displayed here.

LEVEL GOAL MULTI-FUNCTION DISPLAY

The status of the level currently being played is displayed at the top of the screen. The content displayed is different depending on the mode being played (see page 17).

AMMO COUNT

The amount of ammo still remaining for the tank's enhancement is displayed here.

HEALTH STATUS

The current condition for your tank is displayed here. As the tank takes damage, the bar in the gauge begins to drop. When the bar is in the green range, the tank is still in good condition. The yellow range indicates that the tank has taken moderate damage, and the red range indicates the tank has taken a severe amount of damage.

RADAR

Orbiting the RADAR display is a triangular pointer that continually points to the player's immediate objective. Multiple pointers will be displayed when multiple target objectives are in the level. Pointers are colored to reflect the team color of the targets. When playing in Frenzy, the pointer will display the heading of the flag. In Death Match, the pointer(s) will display the direction to the enemy tank(s). In Capture the Flag, the pointers will display the locations of all flags. If within radar range, objectives appear as colored dots.

HEADS UP DISPLAY ICONS

The following icons will appear on your Heads Up Display depending on which enhancements you are using or acquire.

ARTILLERY STRIKE

SATELLITE STRIKE

TIMESTOP

NUKE

GRENADE

NANO-WALL

TELEPORT

GUIDED MISSILE

MINE

AUTO CANNON

HOMING MISSILES

INCENDIARY GRENADES

DEATH BLOSSOM

HOLOGRAM

SIREN SONG

FIRE BLAST

SHIELD

TURBO

SWARMER MISSILES

JUMP JETS

LEVEL GOAL
MULTI-FUNCTION DISPLAY

The Multi-Function Display (see page 15) is a set of icons that will allow the player to see the status of the game mode they are playing. This display will be different based upon their play mode:

• Death Match •

Number of kills are represented as Skull & Crossbones with a number following it.

• Frenzy •

The number of flags captured by each player is displayed here. As players capture flags, new flag icons appear above the Health Status/Selected Special Weapon Heads Up Display.

• Domination •

6-8 flags are displayed at the top of the player's screen, representing emitters within the level. When an emitter is captured by a player, it will change to the player's team color. At the start of a level, each team starts with one emitter under their control and one flag icon displaying their team color.

TANKS

WRAITH

DESCRIPTION: The deadly and elusive Wraith tank incorporates lost technology from before the great Apocalypse. Recently resurrected for modern tank warfare, this "tank-killer" has been equipped with a high-powered 4th generation Spectre cloaking device. Unfortunately, power restrictions drop the cloak when this tank is moving at full speed.

MAIN WEAPON: Blast M. Good 'Hellion' Laser Cannon.

SECONDARY WEAPONS: Hologram Projector, Sniper Scope.

UNIQUE TANK ABILITY: When not moving rapidly, this tank cloaks and becomes invisible to the naked eye.

TITAN

DESCRIPTION: This huge tank was designed in response to the need for superior firepower in the wars immediately following the Apocalypse. It packs a punch, but its movement is seriously impaired. The Titan may be slow and easy to run from, but only one shot from this monster is usually enough to take most foes out of the fight. It should only be taken on in greater numbers, or with another Titan!

MAIN WEAPON: Mammoth F5 140mm Siege Cannon.

UNIQUE TANK ABILITY: Able to crush drone tanks.

SCORCHER

DESCRIPTION: The Scorcher is a vehicle of medium size and armor-fitted with a large napalm tank and flame projector normally used for support purposes and infantry elimination. The Scorcher cannot take much in the way of abuse, and the range of the flamethrower is limited, but the devastating damage it does makes up for it tenfold!

MAIN WEAPON: J Storm Mk. III Flamethrower.

SECONDARY WEAPONS: "Napalm Plume" Fire-Blast, Incendiary Grenades.

MARAUDER

DESCRIPTION: The Marauder is a highly modified Sherman tank, with a Phalanx system Gatling gun placed upon the turret that delivers an absolutely obliterating spray of lead. Targets can be handled in less than a second.

MAIN WEAPON: Phalanx Heavy Gatling Gun.

SECONDARY WEAPON: Death Blossom.

M1A3 "PATRIOT"

DESCRIPTION: This is a standard U.S. tank formerly used in the Great Wars. Its status as an armored giant is well earned, and the firepower it commands is equally impressive.

MAIN WEAPON: Blast M. Good 'Monarch' 120mm Tank Cannon.

SECONDARY WEAPONS: K&H Wolverine Grenade Launcher, Stingray Mines.

DRAGONFLY

DESCRIPTION: This is a highly modified hover tank, equipped with inertia-dampened thrusters. The Dragonfly's punch is not as devastating as most, however, and the light armor required for its hovering abilities would appear to make it easy to take out. The problem is trying to keep up with it!

MAIN WEAPON: Loso & Teft T-16 Rapid-pulse Laser.

SECONDARY WEAPONS: 'Guardian' X Particle Shield, Stingray Mines.

UNIQUE TANK ABILITY: The Dragonfly is equipped with a state-of-the-art Chrysalis B hoverdrive that makes it fast and dangerous...and just as hard to hit. It can hover over obstacles such as water, lava, or mine fields, and can strafe left or right.

MANTICORE

DESCRIPTION: This tank is the pride and joy of ReVolt. ReVolt has constructed this tank from a modified M1 chassis, but has fitted the unit with a functional tesla coil which powers the mighty weapon system.

MAIN WEAPON: Maelstrom Twin Lightning Throwers.

SECONDARY WEAPONS: IMP 3 Self-repair Nanites, Nano-Wall Projector.

FLP-E "BERSERKER"

DESCRIPTION: This is a tried and true, and very reliable (yet updated for modern battle), WW3 tank design with vectored thrusting jets welded into the tread body to provide advanced dodging abilities. The FLP-E has adequate armor and firepower, but its ability to roll clear of enemy fire is the show stopper.

MAIN WEAPON: K&H 180mm Short-Barreled Howitzer.

SECONDARY WEAPON: Loso & Teft Hawk-bat 900 "Jump-Jets".

UNIQUE TANK ABILITIES: Unlike any other armored beast in existence, this tank can perform side-to-side strafing maneuvers by actually flipping. It also uses rocket boosters to 'fly' short distances. (L1 + R1 buttons)

RHINO

DESCRIPTION: This beast is a modified Paladin mobile artillery piece. Like its namesake, it is retrofitted with heavy blast armor on the front, sacrificing protection for the rear. Opponents had best not approach the Rhino head-on.

MAIN WEAPON: Black Sun "Hellfire" Rocket Launcher.

SECONDARY WEAPON: Strike-9 Homing Missiles and Blast M. Good Cyclops X Guided Missiles.

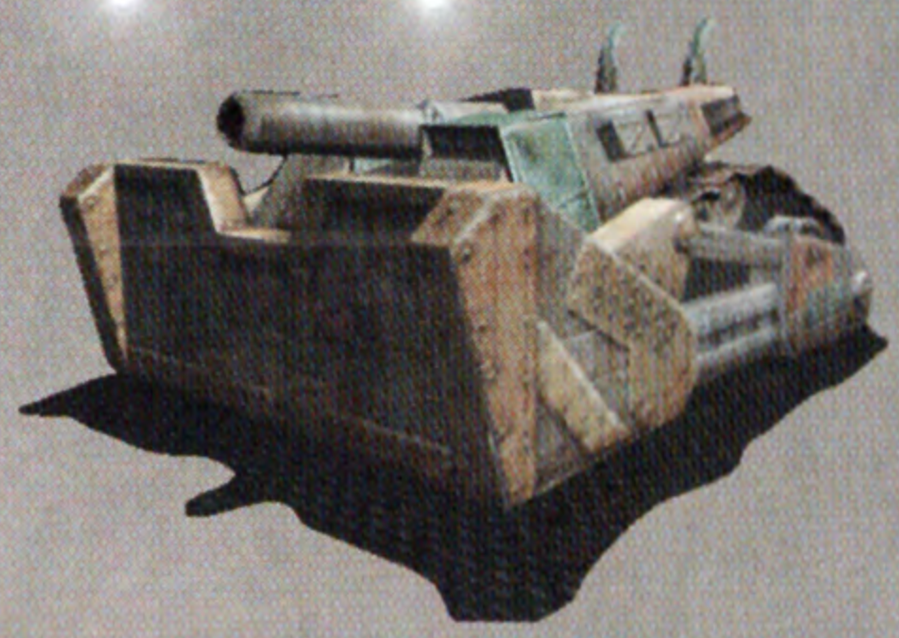
BANSHEE

DESCRIPTION: The Banshee, named for the legendary shrieking spirit, is a standard M1A3 tank chassis equipped with special audio weapons and power core normally used for broadcasting purposes. It utilizes sonic-based weaponry in combat to do impressive damage, hence its macabre name.

MAIN WEAPON: 600MHz-linked Wailer Amplifiers that create damaging sonic disruption.

SECONDARY WEAPONS: Hypno-Vibe TC-12 'Siren's Call' that uses an acoustic disruptor to reprogram any automated tanks to attack tanks delineated as hostile. It also has teleporation abilities.

ARIES



DESCRIPTION: The Aries is appropriately named after the astrological symbol of The Ram. A highly modified tank chassis, it is possibly from a scavenged old-world King Tiger tank salvaged from a junk heap. A titanium plate reinforces the front, serving as a battering ram. Very few opponents walk away from a head-on encounter with the Aries.

MAIN WEAPON: Sunstrand V40mm Cannon.

UNIQUE TANK ABILITIES: It is retrofitted with a battering ram plate along its front end which it uses to damage opponents. Used in conjunction with a turbo boost, the resulting damage is devastating.

DRONE TANKS

The following tanks are the drone vehicles placed within each level to increase the challenge of the matches. These unmanned vehicles are programmed with one thing in mind: seek out and destroy the combatants.

SKORPION BOMB-TANK

DESCRIPTION: This is essentially an armored mobile bomb designed specifically for seeking out competitors and self-detonating.

MAIN WEAPON: The Skorpion is armed with a high-yield warhead for destroying many objects.

TACTICS: This tank uses a basic seek pattern to attempt to find the most direct route to its targets, and then self-detonates.

HUNCHBACK TANK

DESCRIPTION: A small attack drone armed with a turreted cannon.

MAIN WEAPON: 40mm Cannon.

TACTICS: Often used in numbers, these fast vehicles will try to flank their opponents, using high speed to provide them with the necessary cover to survive.

JAVELIN TANK

DESCRIPTION: A small attack drone armed with a turreted missile launcher.

MAIN WEAPON: Single-fire TOW Missile Launcher.

TACTICS: Similar to the Hunchback tank, these fast vehicles will often try to flank their opponents, using their high speed to destroy their targets.

FIREFLY TANK

DESCRIPTION: A modified Plasma Projection system placed upon a mobile drone chassis.

MAIN WEAPON: Laser Cannon.

TACTICS: The final word in WDL drone technology, the Firefly is armed with a potent laser weapon designed to slice open armored vehicles. Due to its limited armor, the tank also tries to remain at a maximum engagement distance.

COMPETITORS

In the World Destruction League: Thunder Tanks game, each character commands a tank.

NAME: NATALIYA "THE BLACK WIDOW" KROMINOV

TANK: Wraith

HISTORY:

Nataliya is every man's worst nightmare. Not only is she a beautiful woman, but she's a beautiful woman fully cloaked in a stealth tank armed with a 60mm cannon. Often referred to as the "ice queen" on the battlefield, this woman is to be taken seriously. Nataliya is in the tournament for the sheer pleasure tank combat gives her. For her the tournament is inconsequential. The fight is all that matters.

NAME: LEONARD "BIG LENNY" ASENDORF

TANK: Titan

HISTORY:

"Lenny," as his friends call him, has a heart of gold twice the size of the tank he drives. Being a master mechanic and a whiz with military hardware, Lenny has successfully built one of the largest tanks ever to be seen in the Tournament. Lenny just wants to win the tournament so he can give any prize monies to the needy who have been left with nothing after the war. It makes him feel warm inside when he crushes his opponents to accomplish his goal. It's never personal with Lenny. He's doing it for the kids.

NAME: INFERNA

TANK: Scorcher

HISTORY:

Inferna grew up struggling in a world of vicious thugs and shadowy crime lords. A century of growing equality for all people had been erased by the Apocalypse, and now men think that once again they are the more powerful sex. Years have gone by, and through her struggles she has risen to become a WDL tank driver. She burns with the desire to prove that the new WDL champion will be a woman!

NAME: BUTCHER BRONSKI

TANK: Marauder

HISTORY:

This cantankerous bruiser is an argument looking for a victim. In public he is abusive, crass, loud, and obnoxious...and those are his good points. A fiercely nationalistic Canadian, Bronski feels the time is right for Canada to invade the U.S. and retake lands that rightly belong to Canada. Bronski hopes that his victory in the tournament will inspire his fellow Canadians to follow him in the invasion of the U.S.

NAME: MAXINE "GLORY" HALLEY

TANK: M1A3 "Patriot"

HISTORY:

Maxine fights for truth, justice, and the American way. Unfortunately, she believes the American way is to win at any cost, and if that means you have to smash your enemy to dust, so much the better. To her, that's the fun part! Maxine is out to prove that American values are still the best for the world. Once she wins the tournament, she intends to bring the American spirit to as many people in the world as she can.

NAME: NARUKO "SHADOW" WATANABE

TANK: Dragonfly

HISTORY:

Naruko believes in speed and precision and leaves nothing to chance. She is a consummate tactician and enjoys weaving intricate traps from which her opponents can find no escape. She compares her laser to a scalpel with her as the surgeon, removing the cancerous growths in society. Naruko claims that she is in the arena to eliminate the larger opponents, who dominate the circuit through brute force, and to show the world what old-fashioned technology can do.

NAME: "REVOLT"

TANK: Manticore

HISTORY:

ReVolt used to be a scientist working with electricity, studying more efficient energy transfer schemes. One night, while working, his machines backfired on him. The jolt of pure energy that shot through his body would normally have killed a man. This overload of power instead addled his brain, instilling in him the maniacal desire to take over the world. He believes that the tournament will pave the way for his ascension to becoming the absolute ruler of the world.

NAME: "BLOOD HOUND"

TANK: FLP-E "Berserker"

HISTORY:

Blood Hound was forced to survive off small creatures and rodents that he could catch and eat. Eventually he caught the attention of the local crime syndicate, who took him in. As long as he continued to be well fed and provided with a bed to sleep in, he'd do just about anything they told him. The crime syndicate that has nurtured Blood Hound has decided to enter him into the Great Tournament so they can wager on him in the fights.

NAME: RHONDA "RHINO" MALONE

TANK: Rhino

HISTORY:

Rhonda was a kind-natured girl who grew up the daughter of one of the few remaining military leaders who survived the Apocalypse. When her family was killed and her sister was kidnapped, Rhonda's heart turned to stone. Rhonda competes in the WDL Tournament to try and free her sister and to claim her vengeance. Rhonda has deduced that the guilty party is one of the other competitors.

NAME: COLE "HARD" CASH

TANK: Banshee

HISTORY:

Cole Cash is a young man who grew up in the ruins of the Apocalypse. Being the youngest of his family, he was constantly silenced and told that he didn't matter. As a result, Cole has become rebellious and has taken up tank piloting while developing a love of old – loud – Rock & Roll to defy the silence. Cole is never without something to say. If opinions were worth a dime, he'd be buried in bucks.

NAME: KRUSH

TANK: Aries

HISTORY:

Krush was a scavenger who rooted through the refuse and ruins during his youth until the day he discovered a partially damaged tank from before the war. Taking the vehicle back to his salvage yard, where he stored all of his choice findings, Krush rebuilt the tank in hopes of fulfilling his greatest dream – competing in a WDL Tournament. But the best part is all the choice pickings lying about after each battle.

NAME: GORDA "THE FAT"

TANK: Reaper

HISTORY:

Shortly after the WDL Tournament began, Gorda immediately entered herself and her gang into the Tournament and proceeded to sweep through the ranks. Since becoming the reigning Champion, she's used her gang's remaining members to "adjust" certain events to make sure she stays on top. So far, no one's discovered the secret of her success and lived to tell about it. Gorda has one overwhelming goal: crush anyone who dares to stand up to her.

ENHANCEMENTS

Weapon enhancements for the tanks are available in both Tournament and Skirmish mode play. Enhancements offer you a great opportunity to blast your opponent with even more firepower! When you see an enhancement, acquire it by driving over it with your tank.

STRIKE – 9 HOMING MISSILES

Another great advance in rocketry, the Strike-9 Homing Missile uses tracking technology to home in on the enemy tanks, no matter where they are! The unit has a speedy arming system and reloads a new missile in less than a second.

K&H WOLVERINE GRENADE LAUNCHER

The Wolverine delivers its payload of devastating P-3 Sabertooth grenades up to 50 feet away from the tank, and carries the advantage of taking out enemies unseen or otherwise protected from projectile fire by walls or other obstructions.

THE SPECTRE/TELEPORTER

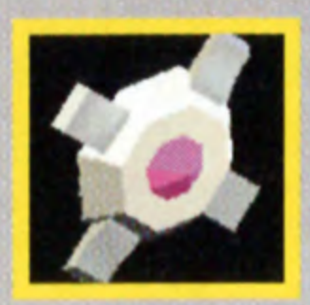
The world's first interspatial matter transference device allows the tank using it to take advantage of one of trillions of folds in the space-time continuum to instantly dematerialize and then rematerialize in a location predetermined by the Spectre's MicroNan p-5000 CPU.

NANO-WALL

The MicroNan Corporation's contribution to tank warfare is the IMP 3 Nanite. Upon release from the user tank, these IMPs are programmed to interlock together by the billions to create a lightly reinforced barrier for limited protection from enemy fire.

GUIDED MISSILES

The Blast M. Good Cyclops X missile utilizes the superior BloodTracker 500 user-guidance system to help the most determined tankers find their targets. Hold the special weapon fire button down to steer these.



STINGRAY MINES

The Black Sun-designed Stingray anti-trespass mine is a highly charged package of destruction. Using an extreme pressure-activated firing switch (guaranteeing that only the weight of a tank will set it off) and a healthy dose of C-4, the Stingray mine is often all that is needed to take out an overzealous admirer.

HEALTH & SUPER HEALTH

These little surprises will save a tank driver's neck in a clinch, restoring portions of a tank's hull integrity. The Super variety of this Power-Up will restore full hull integrity to a tank when utilized. These are used automatically upon touch.

AUTO CANNONS

These are automated turrets programmed to cover the rear of your tank. They fire Black Sun Series 200 'Concussor' charges, a slightly weaker variety of its bigger cousin, the 300. They utilize an automated variant of the BloodTracker guidance system and will take a good deal of the pounding for you while you retaliate.

STAR

A special Health power-up which provides the acquiree a small boost in health. It can only be taken from a destroyed drone tank. The Star disappears after a few seconds and is an immediate reward for destroying drone tanks. Used automatically upon touch.

ARTILLERY STRIKE

ClearTech Communi-Core has made possible the finest in field communications with the Lighthouse Signaler. This puts you in touch with a team of explosive saturation experts ready to rain destruction on the target or area of your choice.

SATELLITE STRIKE

ClearTech's unparalleled digital technology puts you in contact with the pride of the skies – The Osprey 1500 laser satellite. This uses an automated variant of the BloodTracker guidance system and the Loso & Teft Behemoth laser system. The competition will never know what hit them.

NUKE

This high-yield, low-area tactical nuclear device will clear the field of the opposition with ease. One word of advice, once you drop it...be somewhere else.

TIME STOP

Spectre and MicroNan come together again to ask you, if you're in the heat of battle... who has the time? It's no longer an issue with the new Deity One Chrono-Inhibitor. This handy device seizes the very fabric of time and halts all action around you, leaving you free to destroy what you please.

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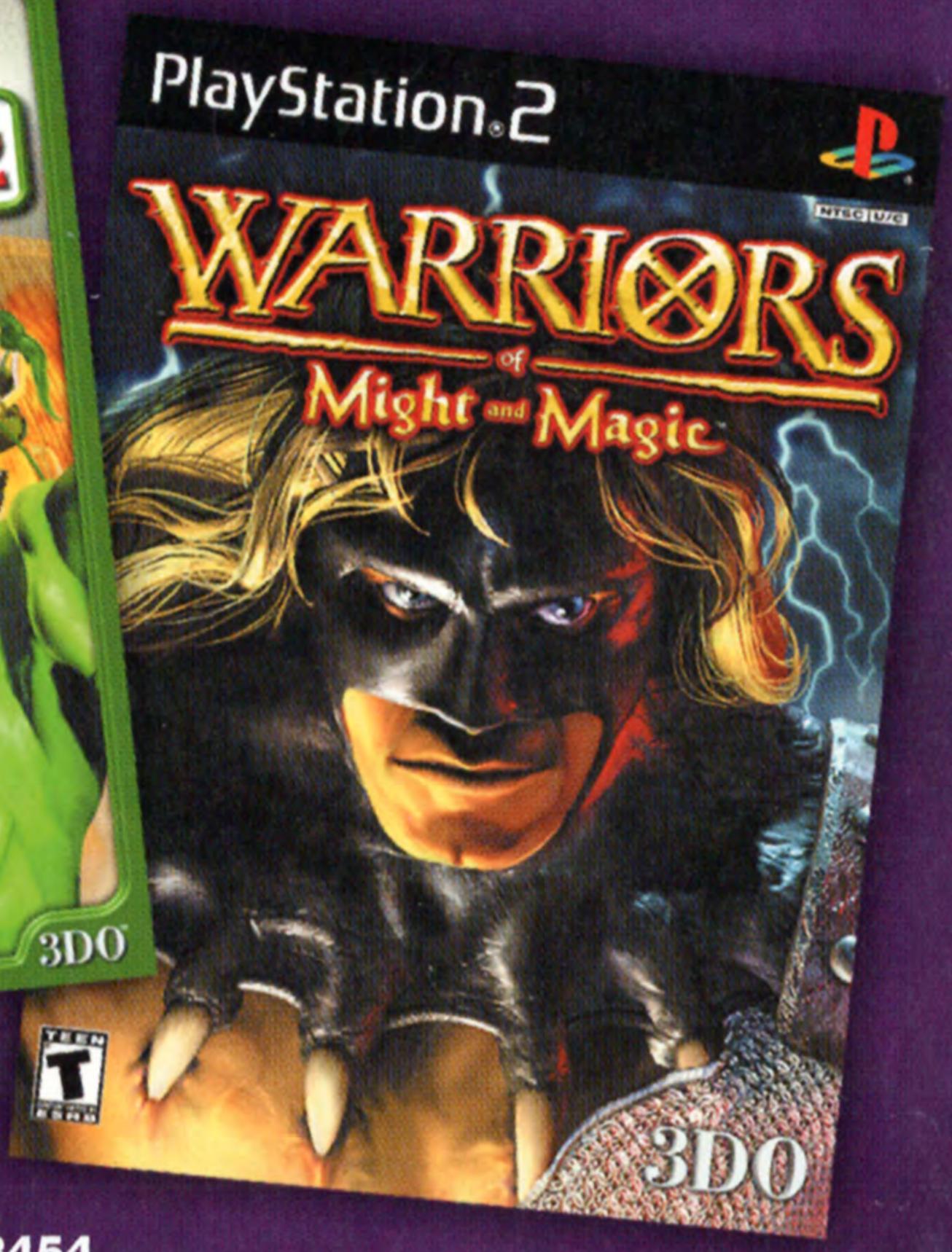

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